

COMMODORE 64™ DISKETTE

Congo Bongo™



OFFICIAL
SEGA
ARCADE
GAME

The Commodore 64 disk version of Congo-Bongo has all 4 play screens from the original arcade hit.

You may play best with a joystick, or you may also play with the keyboard.



First turn on the power to your computer and your disk drive.

■ (Note: You may have to turn the computer and disk drive power switches OFF then ON again to clear any status from a previously run program before starting to play CONGO-BONGO.)

Insert the disk into the drive unit and close the drive door.

Type into the Commodore computer this line, followed by the RETURN key:

LOAD "*", 8, 1

The disk will now spin for a while and the game title screen will display.

Next the play selection screen will display, and you will be prompted for the control method and the number of players.

Answer the prompt questions whenever you see them come up on the display.

Method of Play:

Type a J for joystick control, or a K for keyboard control.

Number of Players:

Type a 1 for one player or a 2 for two players. In the two player game each player takes turns.

(Note: If you do not answer the questions right away the game will enter a demo mode & display all 4 screens. After each screen is shown the prompt will appear and you may then make your selections to begin play.)

KEYBOARD CONTROL

With keyboard control these keys move the hunter around the screen, one step each time you press the key:



A straight up jump may also be obtained by pressing the SPACE bar.

The hunter may also JUMP in a direction by holding the SHIFT key down and then pressing one of the direction keys Y, I, B, or M.

The game play may be paused by pressing the RETURN key.

To resume play press the RETURN key again, or press the fire button on the joystick.

JOYSTICK CONTROL

For a 1 player game use the joystick plugged into Control Port 2 on the right side of the computer.

For a 2 player game take turns using the joystick. Neither player can go on to the next screen until both players have completed each screen.

Joystick control will move the hunter in one of 4 directions.



The fire button is used to make the hunter JUMP.

If you press the fire button with the stick centered, the hunter will jump straight up where he is standing.

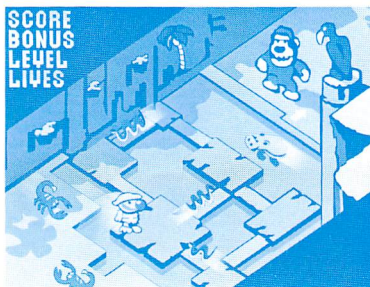
If you press the fire button while the stick is moved to one of the 4 directions, the hunter will jump in the direction the joystick is pointing.



PLAY SCREEN 1—THE JUNGLE MOUNTAINS

Here you must climb the steps of the mountain, avoiding falling coconuts tossed by CONGO.

You want to climb to the bridge and cross it, jump the canyon, and climb up to monkey plateau. Avoid the monkeys getting on your back. Jump the hunter to shake them off.



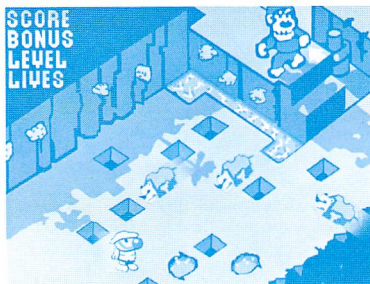
Then jump the river to get to the final steps leading to Congo—but watch out for those coconuts!

PLAY SCREEN 2—THE SNAKE SWAMPS

In this screen you must cross the swamp by carefully walking across the safe paths and islands.

Poison snakes are slinking around, and you must jump over them to avoid getting bit!

Finally you must jump onto the swimming Hippo to get across to where Congo is lurking.



PLAY SCREEN 3—THE RHINO FIELD

Here your hunter must dodge charging Rhinos to get across the field to the steps leading to Congo.

You may JUMP over a Rhino, or duck into a mole-hole to avoid a Rhino.

Beware of the mole though, as he may pop you out of your safe hiding spot in the hole without warning!

Get across to the final steps and up to Congo to get to the next screen.



PLAY SCREEN 4—THE MIGHTY RIVER

Here you must first jump across lily pads and Hippos to the safe islands in the center of the screen.

Lily pads sink sometimes, and if you are standing on them you could fall

into the water and lose a life. Hippos dive at times and will take you with them. From the islands you must jump onto swimming Piranha fish and across to the other side.

The fish will flash sometimes, and this is a warning that they are about to eat you, so get off fast or you will die!!!

Once across there is one last hazard—charging Rhinos—you must dodge. Then climb up to the perch of the sleeping Congo.

GAME SCORING

You will get 10 points for every 4 steps the hunter takes.

You are also playing against time because the BONUS counter is reduced by 100 points each tick of the game clock. You want to get to CONGO as fast as possible to collect the most points.

You start each play round with a BONUS count of 5000 points. If you are at higher play levels the starting count is increased.

PLAY LEVEL	STARTING BONUS COUNT
1	5000
2	6000
3	7000
4	8000
5	9000
6 or more	9000

When you finally get to CONGO on each play screen the remaining bonus count is added to your score at that time. Thus you want to get to CONGO as fast as possible so you have the greatest BONUS count remaining.

If you get to 10,000, 110,000, 210,000 Etc. points you will receive one additional hunter life.



Total score will display up to 999999. If your score goes beyond that value the counter will “wrap around” to 0, which is one million points!

BONUS counter is displayed beneath SCORE display.

PLAY LEVEL is indicated by the number next to the BONUS counter.

Play level will indicate 1-9, but will stay at 9 if you get to level 10 or beyond. There is no limit to the number of levels you may reach.

NUMBER OF LIVES is indicated by a number next to the word LIVES.

P	L	A	Y		L	E	V	E	L
A	C	T	I	O	N	S			

As you get to higher play levels the game gets harder. Here is what is affected by play level.

PLAY SCREEN 1 — THE JUNGLE MOUNTAIN

Monkeys get more aggressive. They will catch on to you faster. If three get on your back, they will throw you off the ledge.

PLAY SCREEN 4 — THE GREAT RIVER

1. The lily pads will shrink down into the water faster and more often as play levels increase. Hippos will dive more often.
2. The fish snap more often, and give you less warning time that they are going to throw you off.
3. The RHINO charge pattern gets more difficult as they run closer together, giving you less time to dodge them.

As play levels increase, Rhinos attack faster and more frequently.

PLAY HINTS

1. Stay close to the jungle trees at first few steps up jungle mountain to avoid coconuts.
2. To safely cross bridge, notice that the coconuts come in waves. Try to notice when the wave of coconuts passes you by and then run for the bridge.
3. On monkey plateau try standing near the river edge for a safer place. But be careful not to fall into the river, and don't stay there too long. The monkeys will find you eventually!
4. On the Rhino Field you must push the fire button when hiding in a hole to duck the Rhino.
5. On the river don't panic as you jump from place to place. Take your time, keep your cool, and jump at the right moment!

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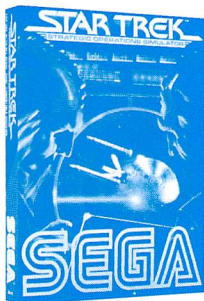
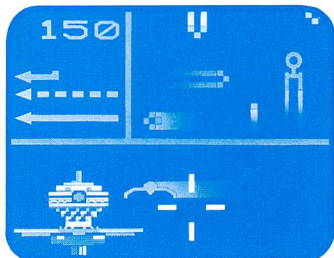
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